

IMMENSE

ROLEPLAY

RULES

INTRODUCTION AND INFORMATION.

Our goal here in Immense is to create a fun, exciting and immersive roleplay environment for everyone. Our rules are created to encourage and ensure roleplay over ruleplay, make sure to read through all the rules and familiarize yourself with them.

Rule breaks will be handled on an individual basis by our Staff Team. Rule breaks and punishments will be looked at based on the roleplay the scene created or could potentially create. If a rule is broken the Staff Team may deem the rulebreak to be a quality roleplay scene or could have potentially lead to further roleplay and no punishments may be given. With how rule breaks are handled we do expect everyone to be following all of the rules and providing the best quality roleplay.

COMMUNITY RULES

1. **AGE REQUIREMENT:** You must be 18+ to become an Immense Member.
2. **HATE SPEECH:** Any use of derogatory remarks regarding race, national origin, gender, religion, disabilities, age, or sexual orientation will not be tolerated, this includes in character too.
3. **TOXICITY:** Being toxic or breeding toxicity in character or out of character in Immense can have you removed from the community at any point in time, this includes toxicity towards Immense, Immense Players or Immense Staff. We are always open to suggestions but being negative and heated with your comments is not wanted here.
4. **HARASSMENT:** Issues of harassment, sexual harassment, threats, stalking or similar behavior are treated very seriously and should you encounter these things in city or in Immense Discord, you should open a ticket with proof as soon as possible. Staff are not here to deal with personal drama but should we decide someone is unsuitable for Immense, they will be removed from the community.
5. **BASIC DECENCY AND RESPECT:** Be respectful and considerate to all community members, we are all here to enjoy a world outside of the one we live in. If you are here to troll, be disrespectful, create negativity, instigate arguments or any similar behaviour you will be removed from the community.

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GENERAL ROLEPLAY RULES

1. **IMMERSION:** This is a Roleplay Server, we expect everyone to be in character at all times. If someone does break character or break a rule during a scene, continue to roleplay out the scenario and submit a player report ticket after if needed, do not break character or inform the player they are breaking a rule while in character.

We expect everyone to be providing quality roleplay to one another, if someone offers roleplay to you, we expect you to offer roleplay back.

We understand some scenes or situations can be frustrating but we do not want to see anyone saying things like “That’s Fail RP”, “That was RDM” etc, this also includes using more roleplay relating terms such as “Nice Romeo Pasta”.

2. **STAFF PLAYERS:** Do not go up to a staff member in city and ask for something; create a ticket and be patient. Staff members are players too and should be treated as such. Your character doesn’t know what staff members are.
3. **METAGAMING:** You are not allowed to use any information that your character did not learn in game. This includes any information you may have learned from Discord Calls, Discord Messages, Streams or any other similar out of city information.

EXAMPLE: You see on a Stream that a Character currently concealing their identity is actually “Subba Sanchez”. You then fly into the city and run up to them and say “Hey Subba Sanchez, I know it’s you!”.

4. **POWERGAMING:** Forcing outcomes on other players without giving the opportunity to react, or a choice in the situation is considered powergaming.
5. **EXPLOITING/CHEATING:** We do not allow any cheating or exploiting, this will not be tolerated and will lead to an instant perm ban, this includes using any hacks, cheats and use of external third party programs in the city, such as:
 - Bullet penetration, aim bots, auto clickers, sound/visual packs that provide an advantage, etc.
 - Utilizing emotes for unintended game mechanics.

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- Use of any mechanics or cheating to obtain or duplicate items or money.
- If you find a bug, please report it immediately. If you are caught abusing a bug, this will be treated as exploiting.

6. **NO VALUE LIFE (NVL):** Failing to value your own life. You are expected to comply when facing force or violence.

Randomly getting into fist fights or the use of weapons just for fun with your friends will not be tolerated.

EXAMPLE: Someone aims a gun at you and demands you put your hands up. You refuse or decide to run at them and punch them.

7. **DEATHMATCHING (RDM/VDM):** RDM (Random Death Match): Shooting, injuring, or killing another player without proper means of roleplay, build up or interaction. Attempting to do any of the above, even if unsuccessful, is still considered RDM.

EXAMPLE: Going up to a Gang Member you don't like and shooting them without any interaction, build up or roleplay reasoning.

VDM (Vehicle Death Match): Using a vehicle as a weapon against another player.

EXAMPLE: Driving your vehicle through Legion Square attempting to run over as many people as possible.

8. **FAIL RP/LOW QUALITY RP:** You should be providing quality roleplay at all times while in Immense. If you are providing low quality roleplay, acting in a way that breaks immersion or doing actions that we may deem low effort then you will be removed from the community.

EXAMPLE: Going down in a fight and instead of roleplaying out your injuries you decide to get heated and shout at the person.

EXAMPLE: Wearing any outfits that are a combination of goggles, skull face paint, surgical gloves, wrist bands, flippers or any other Arena/100K or die inspired outfits will not be tolerated. If you get asked by a Staff Member to change your outfit you must immediately go to the nearest clothing store and change.

9. **GUNPLAY OVER ROLEPLAY:** Roleplay should always be the priority in every scene. There must be roleplay reasoning and build up before shooting can happen.

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Excluding ongoing gang beef, randomly shooting or pushing for shootouts without valid roleplay reasoning will not be tolerated.

EXAMPLE: Getting in a Police chase and with ample opportunities to escape, you decide to go to a holdout spot and engage in a shootout.

10. HOSPITAL ZONES: Hospitals are considered semi-green zones. This means that while ongoing roleplay may continue at a hospital (including confrontations that were brought there), no new conflicts, crimes, or hostile actions may be initiated within hospital grounds.

11. REPORTS/TICKETS:

- Only those directly involved in a scene may create a report or ticket.
- Do not actively seek out rule breaks during roleplay, focus on the roleplay itself.
- If a rule is broken during a scene, complete the roleplay first before submitting a ticket.
- Reports should include a video clip with audio, clips should be longer than 45 seconds.
- You have 24 hours from the time of the incident to submit a report.

CONFLICT/GANG ROLEPLAY RULES

12. 6 PERSON RULE: There is a max limit of 6 people and 6 vehicles including vehicle blocks and swaps and excluding Police in any conflict scenario or scenario that may lead to conflict. Police max limits are decided by their SOPs per each scene. If a 6 man group starts a scenario with a group of people that are more than 6, then that group does not need to change their numbers.

EXAMPLE: Bringing 8 of your Gang Members to an illegal location knowing there may be conflict.

EXAMPLE: If a group of 6 people approaches a group of 10 people, those 10 people can react and defend themselves. The 10 people cannot initiate, only react.

13. COMBAT LOGGING: When in an active scene, disconnecting or combat logging to avoid roleplay is against the rules. This includes: F8 quitting, Alt-F4, pulling the plug on your router or computer, throwing your computer out of the window, etc. Accidental crashes should be communicated via discord in the headpop channel.

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14. ENDLESS CONFLICT: Conflict is part of roleplay but it should not be your only roleplay. Conflict should not be an endless cycle of beefing, shooting and war. There should always be an attempt to resolve the conflict, if not this may be considered Fail RP or Griefing and will not be tolerated. You must offer reasonable means to end the conflict, this does not include any 100K or die or low quality related demands.

EXAMPLE: Demanding money or valuables or you will keep spinning is not a reasonable means to end the conflict. It should be about roleplay not loot.

15. CRIMINAL ACTIVITY COOLDOWNS: You are not allowed to chain rob stores, bank trucks, banks, etc. If you rob a location, you must leave the area and may not return to the area it took place in for at least 30 minutes. You should not use friends as hostages, this will be considered as Fail RP.

Criminal activity should not be initiated after the 30 minute storm warning. This is to give scenes ample amount of time to wrap up before the server restart. All scenes involving criminal activity that started before the 30 minute timer are clear to play out until storm. Criminal activity should not be initiated until 30 minutes after storms.

EXAMPLE: Kidnapping someone 20 minutes before the server restart is not allowed.

16. COP FEAR: Players must show realistic fear for their character's life when confronted by law enforcement, especially when outnumbered or outgunned. If a police officer has a weapon drawn or clearly has the upper hand, your character should not act aggressively, try to flee, or resist arrest unless the situation logically supports it e.g. if backup is present or escape is realistically possible. Failing to show proper fear such as pulling a weapon on multiple armed officers can be considered Fail RP.

EXAMPLE: You're in a shootout and the Police show up to the scene. Instead of trying to escape you decide to loot as many people as you possibly can and ignore Police confrontation.

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17. PLAYER ROBBING: Robbing another player must be supported by a valid roleplay reason. Forcing players to empty their bank accounts or access personal property such as housing storages is not allowed. Additionally, stealing from businesses, including taking items from business stashes, is not allowed. Players may be robbed in high risk, illegal areas such as drug locations or weapon crafting zones, provided the interaction aligns with roleplay standards.

Pocket Wiping or taking the majority of a player's items while they are downed or through robbery mechanics without a valid roleplay reason is not allowed. This behavior may be considered griefing.

You may only rob the following items from Police: Armor, Handcuffs, Handcuff Keys, iFaks, 1 Police Pistol per officer, Melee Weapons, Spike Strips, items an officer removed from a player, and any collected evidence.

EXAMPLE: Robbing someone for being disrespectful on a Gang controlled block or area and refusing to leave is a valid roleplay reason.

EXAMPLE: Taking a weapon or some valuable items with a roleplay reason is acceptable. Looting all of a player's items such as food, water, weapons etc without a valid roleplay reason is not allowed.

EXAMPLE: Robbing someones vehicle at the Mining refinery area because the owner of the vehicle is not around and you just want to get some quick loot is not allowed.

MEDICAL ROLEPLAY RULES

18. NEW LIFE RULE (NLR): If you choose to respawn (by pressing E), your character forgets all events from the 15 minutes leading up to your incapacitation. You are not permitted to respawn if you've been informed that police or EMS are en route to your location.

EXAMPLE: After choosing to respawn, your character has no memory of the events leading up to their incapacitation and should not immediately seek out the person who downed them. If another character was present during the scene and remembers what happened, they may share that information with you. However, this should not lead to immediate retaliation. Use the information to build

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meaningful further roleplay rather than resorting to instant violence or revenge.

19. **ACTING INJURIES:** While your character is downed, they are still alive and conscious unless unconsciousness is actively roleplayed. During this time, you must remain in character and avoid any out of character behavior, examples:

EXAMPLE: Getting heated and deciding to trash talk other players while downed e.g. "You suck, 1v1 me in Arena".

EXAMPLE: Going silent or AFK without reciprocating roleplay from others.

Being downed is a continuation of roleplay, not a pause. You are expected to react realistically to your injuries, medical assistance, and any interactions from others. Use of /me commands to describe your character's responses to medical treatment is strongly encouraged to enhance the roleplay experience.

GRAPHIC ROLEPLAY RULES

20. **TRIGGER/TORTURE ROLEPLAY:** Triggering or highly sensitive roleplay scenarios are not allowed. This includes, but is not limited to, roleplay involving, Suicide or suicidal ideation, Pregnancy, Racism or Hate Speech, Bestiality, Homophobia or transphobia, Sexual harassment or sexual assault. These topics are not permitted under any circumstances, regardless of intent or context.

All torture-related roleplay requires consent from everyone involved. Consent may be confirmed via OOC channels or through clear /me actions. For instance:

- /me attempts to cut off a finger
 - o A consenting player might respond: /me's finger is cut off
 - o A non-consenting player might respond: /me pulls their finger away

21. **NUDITY:** Nudity is not allowed anywhere in the city besides 3 approved locations (houses, apartments, and strip clubs/night clubs). You are not allowed to post nudity on Birdy. We do not allow any **EXPLICIT NUDITY CONTENT** in the city.

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JOB AND BUSINESS ROLEPLAY RULES

22. OWNED BUSINESSES: Owning a business is a responsibility, not just a perk. If you are a business owner, it must be your primary RP focus. While we don't expect you to be present 24/7, you are expected to actively run and maintain the business. Businesses should be open regularly, as they are essential to the server's economy and immersion. Inactive businesses may be subject to removal.

Business owners and employees must dress and act appropriately for their roles. Gang attire, heist gear, or visible large weapons while on duty is considered Fail RP. Use designated uniforms if provided, or use a suitable outfit.

It's the owner's responsibility to enforce professional behavior. While we prefer these issues be handled in-character, staff may intervene if standards are repeatedly ignored.

Other Rules:

- Do not clock in while not working, this is considered powergaming and will be punished.
- Your business should not function as a hangout or job hub for your gang. Hiring friends is fine, but fair hiring practices must be followed to support server-wide RP.
- Actively manage your staff and hire those who participate and remove those who don't.
- You may only own or co-own one essential business (e.g., food, mechanic) to ensure equal opportunity for others.

23. CORRUPTION: In-character corruption is permitted within reasonable and realistic limits. Government employees, such as police officers, judges, or public officials, may engage in criminal activities like:

- Accepting bribes
- Associating with or secretly joining a gang
- Tampering with investigations
- Turning a blind eye to illegal activity

These actions must be fully roleplayed and carry the risk of in-character consequences, such as exposure, arrest, or job loss.

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Corruption becomes Fail RP when it involves blatant power abuse or breaks immersion.

Examples include:

- Looting the police armory to give weapons to friends
- Handing out government vehicles without RP justification
- Using your position to metagame or bypass systems
- Engaging in unrealistic or excessive corruption without buildup

These actions are not allowed and may result in administrative action.

Important Notes:

- Corruption arcs should make sense for your character's story and be gradual—not sudden or senseless.
- If you're planning a major corruption storyline, it's recommended to inform staff ahead of time to ensure quality and fairness for everyone involved.